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| Test Plan  Sprint 2 |
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| 11/06/2021 – 18/06/2021  ICED COFFEE  Authored by: Bayley Wise and Kyle Chamberlain |

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| 1.0 | Code Base Uploaded | 28/May/2021 | 28/May/2021 | Bayley Wise |
| 2.0 | Sprint 1 | 04/June/2021 | 04/June/2021 | Bayley Wise |
| 3.0 | Sprint 2 | 11/June/2021 | 11/June/2021 | Bayley Wise |

# 1 Introduction

This is a test plan for the movie database and website project for Acme Entertainment Pty Ltd. The software methodology used for this project is Rapid Application Development (RAD) and the testing methods are mentioned throughout this document for the current sprint.

## 1.1 Scope

### 1.1.1 In Scope

Create the appropriate users and groups in the movie database so administrators can log on securely using a password. The password must pass a minimum complexity test. Create a query that will calculate the top 10 most popular movies each time the Top 10 web page is opened. The query should also update when a user adds a rating to a movie. The data from the top 10 movies should be appended to a new streaming table in the movie database each time there is a change in the top 10 ratings. Using the data from the streaming table to create a chart front end to display the data.

### 1.1.2 Out of Scope

Anything that is not mentioned in the scope is considered out of the testing scope.

## 1.2 Quality Objective

We have established processes that evaluate project performance and aim to assure that quality standards are being followed and that the deliverables comply with customer requirements. We measure performance trends to identify defective pieces of code, verify that deliverables are of high quality and that they are complete and correct.

## 1.3 Roles and Responsibilities

The scrum master for this sprint is Kyle Chamberlain and is responsible for the final say on all issues of this sprint.

# 2 Test Methodology

## 2.1 Overview

The software methodology that is being used for this project is, Rapid Application Development. This method combined with Verification and validation software testing will be used. In the field of software engineering, the term verification, generally refers to the assessment and evaluation of the process or approach, which is carried out in the development of the software product, to build the desired product. Validation is all about, examination of the developed software product, to ensure the fulfilment of the pre-defined and specified requirements, such as software requirement specification (SRS), by the software product. This will be done each during sprint as well as at the end of the project.

## 2.2 Bug Triage

Bugs are defined as following:

Critical: Website does not load or will not integrate with the rest of the site.

Major: a function is not working and effects the webpage or does not meet requirements.

Minor: small bug that only affects something minor on the page but does not impact performance of the webpage.

## 2.3 Suspension Criteria and Resumption Requirements

Suspension of all other coding is to occur when a Critical bug is found. Other coding can be resumed once the critical bug has been successfully fixed. Major bugs should be attempted to be fixed by the end of the sprint or will be moved to the start of the next sprint.

## 2.4 Test Completeness

All test will try to have 100% coverage for the requirements that has been specified according to the scope.

# 3 Test Deliverables

The tests will be carried out with accordance to this test plan and will be documented in a test case document.

# 4 Resource & Environment Needs

## 4.1 Testing Tools

Most testing will be user testing and bugs will be tracked using GitHub and possibly Trello.

## 4.2 Test Environment

- The website will be hosted using USBWebServer.

- Database will be hosted using MySql.

- Website will be tested on at least 2 browsers (Chrome and Microsoft Edge).